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THE ORIGINAL BLUES BROTHERS GAME

SCOTTSDALE VIDEO
Blues Brothers-HANDBOOK
87152 1

TITUS

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SCOTTSDALE VIDEO
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INSTRUCTION BOOKLET

TITUS

SUPER NINTENDO ENTERTAINMENT SYSTEM

THE BLUES BROTHERS™

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The Story

The Blues Brothers are back to play the blues. On their way to their first concert, they encounter a Jukebox and decide to listen to some good music, but as soon as they approach it, they get trapped by the evil machine.

Finding a way out will take the Blues Brothers through the sewers, warehouses and the suburbs of many large cities (thirty-four in the one-player mode and twenty-five in the two-player mode), but they won't be able to play the blues until they reach their final destination.

Can Jake and Elwood escape from the hungry jukebox and reach Chicago in time for the greatest concert of all time?

Note: Do not attempt the actions you see in this game for real. They are dangerous.
Electricity is dangerous. Do not play with it.
Do not harm animals.

To Start the Game

1. - Make sure the power switch is off.
2. - Carefully insert The Blues Brothers Game Pak in your Super Nintendo Entertainment System.
3. - Turn the power switch on.

After the license and copyrights screens, you can play the game immediately by pressing **START**, or change the option by pressing **SELECT**.

SELECT will alter the current option, **START** will accept it. You may choose mono or stereo sound.

After setting your option, press **START** to begin the game. A screen with Jake, Elwood and a Jukebox will appear. You may choose your character by pressing **SELECT** and darkening the character you do not wish to use.

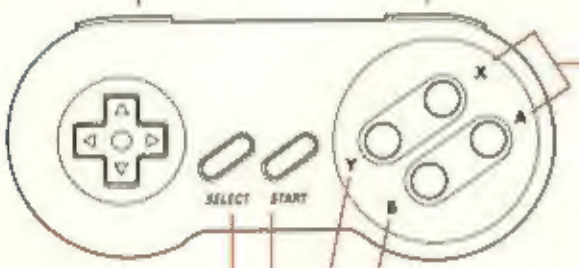
If you don't darken either characters, they will both play during the game.

Press **START** to begin the first level.

The Controls

L
Scrolls to the left.

R
Scrolls to the right.



SELECT
While in pause, will quit the current life.

START
Pauses the game.

Y
Accelerates your current movement.

B
To jump.

X, A
To throw a record. If you hold the X or A button until the record in the panel is spinning at maximum speed, you will launch a super record.

If you carry an enemy or your partner on your shoulders, press X or A to throw them off.

Objects

Records :
You can throw them as weapons to defeat your enemies. (Strong enemies will take several hits before they expire). In the two-player mode, you can give records to your partner by shooting at him. Records can destroy some brick walls.

Hearts :
You begin with 7 hearts. You lose hearts each time you get touched by an enemy. The number of hearts you lose depends on the strength of the enemy. You can gain extra hearts by catching them (they are represented by red hearts).

Lives :
You have five lives at the beginning of the game. You can gain extra lives by catching them (they are represented by small characters). You lose one life if you fall on spikes.

Hour-glass :
Gives you extra time (50 seconds).

Objects

Note :
If you expire, you restart where you found the last note.

Record Collection :
Gives you 20 extra records.

Crate :
In some buildings you must jump on crates. Watch out, they fall down fast. If you shoot them, they explode.

Ice-cream :
Increases your strength and gives you the power of Super Blues!

Mini jukebox :
You become invulnerable for a short period of time.

Chain :
To grab and climb a chain, press the pad up or down.

Objects

Wooden Platform :
You must climb on platforms to progress. The fixed platforms fall after a short period of time, so hurry up.

Large jukebox :
The goal of each level. In the two-player mode, both players must touch the Jukebox simultaneously to complete the level.

Mushroom :
A natural trampoline.

Switch :
Switches the electric arcs when hit by a record.

Spring :
A powerfu! trampoline.

Snake :
A friendly creature, you can jump on its back and control it. Avoid all objects or you will be knocked off.

Your Enemies

You can catch some enemies if you grab them from underneath. You can throw them by pressing button X or A.

Man traps : Tenacious enemies, you can either shoot them or avoid them.

Dogs : Their bark is worse than their bite, but be careful anyway.

Mosquitoes : Very annoying insects.

Lawnmowers: Fast enemies.

Snails : Slow but numerous.

Dodos : Very powerful enemy.

The Screen

On the top of the screen you can see the panel which includes the number of records, lives and hearts each player has.

When the time left is almost up, the music accelerates and dark curtains begin to close, showing you exactly how many seconds are left. If you succeed in catching an **Hour-glass** or reaching the **Jukebox** before the time indicator shows zero, the curtains will open up again.

When the player or players have lost, you are given the option to continue, providing you have credits remaining. The number of credits is shown at the bottom of the screen. Pressing **START** will use a credit, **SELECT** will quit. If you choose to continue, you will restart at the beginning of the last level reached.

Tricks and Useful Information

The game is much more exciting when played by two players. Ask a friend to play with you and you will enjoy The Blues Brothers even more.

- **JAKE** accelerates faster but can't jump as high as Elwood.

- **ELWOOD** jumps higher than Jake but does not accelerate as fast.

- You can carry the other player and throw him by pressing **A** or **X**.

- When one player is carried by the other, only the one on the top can shoot records.

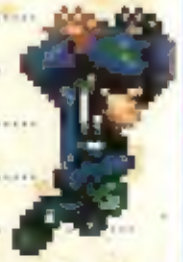
- When both players are on the snake, the one on the bottom controls the snake.

- If one player runs out of lives, the game is over unless there are credits remaining.

- If one player gets separated from the other and falls off the bottom of the screen, he loses a life.

Notes

Notes



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